AchBall Download Code

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About This Game

AchBall is a casual game in which you hit goals by launching a ball. You score extra points for each time the ball bounces.

Gameplay

Shoot the ball toward the goal, but remember each time the ball hits a wall you will get 10 points.

There are 80 levels divided into 4 sets. Each set has something different such as moving platforms, fragile blocks, and cobwebs. There are leaderboards for each level and for a full completion. Get the highest scores possible and compare your scores with friends or other players around the world.

Features
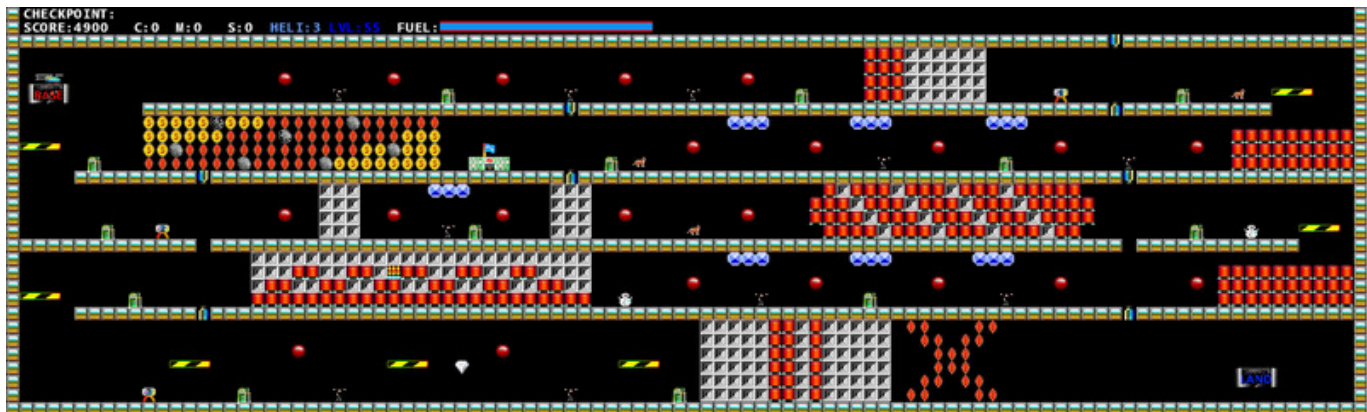
- Precisely tuned mechanics

- 80 interesting levels

- Relaxing soundtracks

- Achievements

- Leaderboards

- Gamepad support

- Cloud save support

Title: AchBall
Genre: Casual, Indie
Developer:
Achpile
Publisher:
Achpile
Release Date: 17 Nov, 2017

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English,Italian,German,Dutch,Polish,Russian,Ukrainian,Czech,Romanian,Swedish

exit

save

config

quest list

inventory

achievement

locked

"Expanding Colonies"

Deliver 7 Great Colons.

Great Colon 14 / 7

Reward ¥290

Delivery

Bank

Actually rpretty fun. Kind of a mash of spy hunter and a mouse shooter.. This 2 hour 11 minute documentary covers the birth of the videogame then focuses mainly on the rise and fall of Atari. It is nice to have (mostly) the whole story in one film, and it IS a fascinating story. Much of it is narrated by folks from IGN.

PROS:

1. STAR-STUDDED
You hear the stories from many of the very people who lived through the them. Howard Scott Warshaw, Nolan Bushnell, David Crane, Al Alcorn and more.

2. ENJOYABLE
It is an entertaining watch. I expect I will put it on many times in the future and have it play in the background while I am working.

3. NICE MUSIC

CONS:
1. BARE BONES PRODUCTION VALUES
This is a sticking point for me as I am an animator. But the "look and feel" of the presentation other than the music is very dry. Almost no graphics and animation to give us a visual personality to the film. The early videogame history captured the imaginations of most every child around. There was so much that could have been done to create visual metaphors for the energy and creativity that was happening. Instead, you get a fixed camera recording talking head after talking head. Black & white titles using the classic font used on Atari cartridges. That's about it.

2. VERY LITTLE VITAL INFORMATION
Next to nothing here that you can't learn elsewhere for free on YouTube by scouring through various videos that cover the history of Atari.

CONCLUSION:
If you can afford it, it's a worthy addition to your library. As for me, I am glad I bought it while it was discounted. The spartan production values and not containing much in the way of new information do not justify paying the full asking price. Look into getting Howard Scott Warshaw's "Once Upon Atari" before making your purchase decision.. A great game overall. Epic story. Epic side quests. Epic music.

If i had to say something is bad, it would be your chances to hit enemys in combat...
That really is poor sometimes, i mean, really, fire 30 arrows 3 spaces away from it with the best bow in the game,,,
and only 6 hit... i had a ToHit of 13... the enemys in book I are hard... Very Hard. it gets alot easyer in book 2.. The game's alright. You build a small village and get attacked wave after wave and try to survive while upgrading tech, buildings, and workers. I think the price is fine for what it is.. *Japanese School Life* is an education game in VN format.

90% of the game is learning about japanese customs and holidays, only 10% is meaningful character interaction. It's a real shame because character sprites are beautifully animated and voice acting was spot on. This isn't a dating game, your choice of girl will only add extra dialogue and a slightly different ending. This game is also very short and one route will take ~2 hours.

This game aims for a very spesific audience: those that want to learn more about Japan or are planning to visit Japan in near future. For those people I can give a recommendation. For visual novel fans, no, there is no deep story here.. It's good, but it feels like the endless mode to an awesome game that doesn't exist.

This is an entry in the "elimination platformer" genre, a genre that has been dead for over a decade. Back in the days of the arcade and early home console, this type of game was one of the supreme rulers, including classics like Bubble Bobble, Balloon Fight, TumblePop, Joust, and Mario Bros., just to name a few.

However, when you think about all those classic games, they always had "waves" or "levels", but Woah Dave! Just throws you into one long level that progressively gets harder. Eggs and Skulls drop randomly from the sky, and you can throw skulls at eggs to produce coins, or you can let the eggs hatch into monsters. If you leave the monsters alive, they will turn into three progressively harder enemies the longer they are left alive, each which yields more coins when killed. Sometimes a UFO will appear to mess with platforms if it's not killed fast enough, and sometimes a "Woah block" will appear that can clear the screen of all enemies. And that's all there is to the game. No special items, no multipliers, no different levels with different platform structures, no surprising new bosses or enemies. Just survive for as long as possible and collect coins for a high score. I feel like a lot of people are going to play this for ten minutes and then forget about it.

To the game's credit, the gameplay is surprisingly deep and skill-based. There's a mindblow moment when you begin to realize all the trick shots you can make just by throwing things at different moments in your jump or bouncing them off the walls to hit stuff on lower platforms. And if you find the game too slow and monotonous, unlock the Bonkers difficulty and you should be quite satisfied.

It's a solid and awesomely frantic arcade game with great physics, but it just screams for more variety, enemies, levels, and game mechanics. I would have downvoted this game if it wasn't for the upcoming DLC that seems to be adding some.

But even then, despite its simplicity, I can't stop playing it.. I've previously played Kingdom, which has a fun concept. However, there's hardly any contact at all. Once you've played the demo that's pretty much what you can expect from the rest of the game.

Not worth £11 in my honest opinion.

I'm sorry to say that I cannot recommend this game even though I really like the concept.. Innovative Design! Yas.. This is literally the same game, no new weapons, enemies, anything. The only change is graphics, but it's not a huge difference. For now it's a cash grab, I'm gonna change my review if they will update the game and add more content.. Nice! I am excited to see where this game goes. It's a pretty cool platformer with lots of different abilities. I don't really know the books, but the characters are pretty cool, so I might check them out.

Ewh. I didn't like this game. I loved the first version on PC of this game but this version hurts. The board is oddly zoomed in for an even odder first person view. The portraits of the people look like they've just done a line and are ready to turn up some more. The interface at best is clunky. The main thing you see is the spinner: I get it. It's a big part of the game, but you don't see Monopoly as a huge close up of the dice. Makes no sense honestly. There's a party mode if you can pry some of your turned up friends to sit and mash on the keyboard with you. It's better to go play your real "Life" as boring as it may be because I gurantee it's better than playing this game. 2/10. Back in the days when mowing ppl and shiting cows was totaly normal. I like this game even without any meaningful story this game is awesome in a funny stupid way;but its not a long time game for me its only about eating nothing else really so id say its good to sometimes play it.
5starts for fun
0stars for story
. great fun game. One of the first point-and-click games to come out from the now-legendary Telltale Games. Extremely short but I enjoyed it.

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